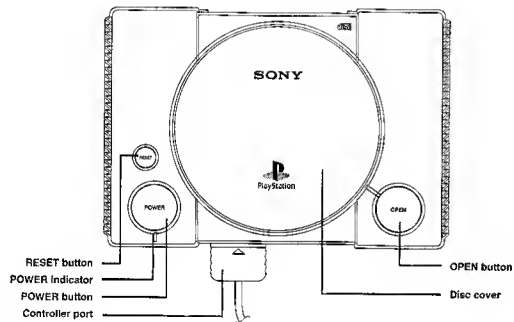


## Getting Started

Ensure your PlayStation® is set up according to its instruction manual; plug in a controller - and a Memory Card if you have one. Ensure the power button is OFF before inserting the GTA disc, label side up, into the PlayStation®. Press the power button ON; the PlayStation® logo will appear; when the Title Screen is shown you are ready to play GTA. If the PlayStation® logo Screen or Title Screen doesn't appear, press the power button OFF; ensure your PlayStation® is set up correctly and the GTA disc is properly inserted before pressing the power button ON again. **AND REMEMBER!** Always ensure the PlayStation® power button is OFF before inserting or removing the GTA disc. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on. Make sure there is enough free blocks on your Memory cards once the power is turned on.



## Load A Game

Insert a Memory Card with previously saved games into your Console. Select Load Game from the main menu and press the **X** button. You will be presented with a list of saved games - unless the memory card is unformatted, in which case there are no files to load. Use the Directional button to highlight the file which you want to load and press the **X** button. When you are prompted to load a new game, press the **X** button to confirm, or **▲** at any time to cancel.

If you want to delete a previously saved game then press the **■** button. The game will prompt to confirm the action, press the **▲** button to cancel or the **●** button to confirm. Press the **●** button at any time to select a Memory Card in another Memory card slot.

## Save A Game

You can save your progress from the Character Selection screen onto a Memory Card by pressing the **●** button. Enter a name for the saved game by using the Directional buttons to change the letters or press the **■** button to delete a letter. If you want to delete a previously saved game then press the **■** button. The game will prompt to confirm the action, press the **▲** button to cancel or the **●** button to confirm. Press the **●** button at any time to select a Memory Card in another Memory card slot. If an unformatted Memory Card is inserted, the game will prompt you to format the Memory Card. Press the **●** button to confirm the prompt to format a Memory Card.

## Get Ready...

From the Title Screen, select Options to call up five new options.

## Options

Use the Effects and Music options to change the volume balance of sound effects and music during play. Music Mode allows you to choose between Radio (the radio stations automatically change when you change cars) and Constant (the CD music plays from the first track straight through to the last). Use Text to change the speed of text display during play.

## Pick A Person

Before you get down to the action, choose to play the part of one of four funky fellas, - it's the only way to keep track of your felonious achievements (well, note your score).

## How To Play

Your life of crime begins on foot in Liberty City, in an area called South Park. For your convenience, a clean car is provided. There's more to GTA life than stealing cars, driving over innocent pedestrians, shooting cops and evading the long arm of the law. But not much more... Carry out jobs for The Mob to speed your rise from lowly junior joyrider to a member of the largest, most powerful family in the city. (Look out for suspicious vehicles and telephones: some trigger secret jobs - and sometimes those are the only way to escape a city). Do you have the balls to go all the way?

## City Life

Crawling with a mix of innocent pedestrians and criminal filth, GTA's fully functioning cities also feature police and ambulance services. Note that paramedics attempt to attend to all pedestrian injuries, and the cops are paid to pay attention to scum like you. Fortunately, you have a portable Police Radio Scanner to listen in on the police reports regarding your crimes. (Incidentally, all vehicles receive one or more of the local radio stations.)

## Get Away From It All

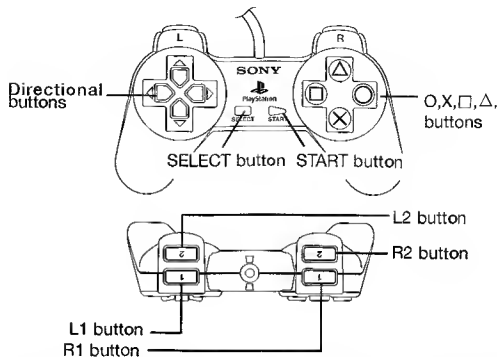
At the start of each city stage you are told how many points you need to win (the best way to score is to complete Mob jobs). Earn enough points to finish a stage and your status is recorded - along with a string of performance-related statistics for good measure.

## Death Or Glory

When you die and are taken to the nearest hospital, you lose all your weapons but retain your Bonus Multiplier; however, when you are arrested, you are taken to the nearest Police Station and allowed back on the streets with your Wanted Level reset to zero... in exchange for all your weapons and half your Bonus Multiplier (the score you can keep).

## Take Control!

The functions of the controller buttons can be reconfigured using the Controls option on the Title Screen.



### DEFAULT CONTROLS

**Left Directional button:**

Turn Left

**Right Directional button:**

Turn Right

**✕:** Forwards

**▲:** Backwards

**■:** Enter/Exit

**●:** Attack

**Select button:**

Pager/Last Message

**Start button:** Pause

**L1:** Next weapon

**L2:** Previous weapon

**R1:** Brake

**R2:** Special

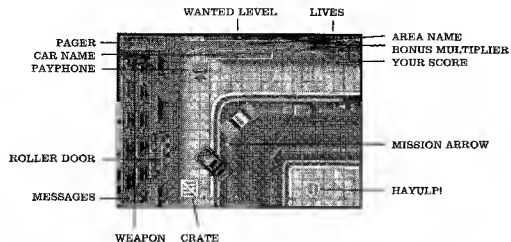
### NOTE THERE ARE 4 OTHER CONFIGURATIONS AVAILABLE

Note that the Brake button becomes a Jump button (for leaping vehicles, for example) when you are on foot. Plus! The Special button is so called because it's responsible for more than one function depending on the context. When in control of almost all vehicles, press the Special button to sound the horn. When in a tank, press and hold the Special button then press the left or right directional button to rotate the turret.

Note: When running around the streets you can slide or jump over cars or car bonnets by pressing 'Brake' and 'Forward' at the same time.

## A Typical Scene

Your nefarious behavior is brought to your screen courtesy of the DMA News chopper flying high above the city. Here's what you can expect to see during play...



**AREA NAME** Your present location (note that a few areas have no name).

**PAYPHONE** Walk over a ringing one to answer it - you might be given a Mob job.

**MESSAGES** When you receive instructions via phone the message text will appear at the bottom of the screen. Press the Select button to repeat the last message received.

**PAGER** Today's affluent young criminals know that a pager is invaluable to keep up to date with share prices, hints, tips and illegal jobs. Press the Select button to repeat the last pager message received.

**WANTED LEVEL** The more crimes you commit, the more the cops want to bust your scrawny ass. This handy indicator shows just how careful you need to be.



**YOUR SCORE** You earn points for every crime you commit.

**BONUS MULTIPLIER** All points you score are multiplied by the Bonus Multiplier (which is incremented after every mission you successfully complete, so keep it up).

**LIVES** You start with four, but extra ones are available.

**MISSION ARROW** The yellow arrow indicates the general direction of your intended target.

**CAR NAME** Shows the type of car you occupy.

**WEAPON** The one you happen to be holding, be it Pistol, Machine Gun, Flame Thrower, Rocket Launcher... or Fist.

**ROLLER DOOR** Only attempt to drive through one when it's open.

**CRATE** Dotted around the cities are many such containers holding some form of Special Item such as a weapon, Body Armor (takes three shots), Get Outta Jail Free Key (get busted - get released with your Bonus Multiplier AND weapons intact) and Police Bribe (instantly cancels your Wanted Level). Simply use a fist or weapon or vehicle to smash open a crate and reveal its contents.

**HAYULP!** Situated at key positions around the city. Ram one for useful advice.

